
Subject: Re: [PATCH 8/9] signal: Drop signals before sending them to init.
Posted by [Oleg Nesterov](#) on Thu, 13 Dec 2007 18:18:02 GMT

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On 12/13, Eric W. Biederman wrote:

>
> Oleg Nesterov <oleg@tv-sign.ru> writes:
>
>> So, do you mean we can ignore the problems with the signals which are
>> currently blocked by /sbin/init?
>
> Yes. Further I am saying those signals will never become pending if
> we do not have a signal handler installed.

OK, if we change the semantics for /sbin/init signals we can avoid
a lot of problems,

>> I personally agree, but I'm not sure I understand this right.
>>
>>> +static int sig_init_drop(struct task_struct *tsk, int sig)
>>> +{
>>> + /* All signals for which init has a SIG_DFL handler are
>>> + * silently dropped without being sent.
>>> + */
>>> + if (!is_sig_init(tsk))
>>> + return 0;
>>> +
>>> + return (tsk->sigand->action[sig-1].sa.sa_handler == SIG_DFL);
>>> +}
>>
>> What if /sbin/init has a handler, but before this signal is delivered
>> /sbin/init does signal(SIG_DFL) ? We should modify so_sigaction() to
>> prevent this. Note again the patch above.
>
> No. We should treat signals that we process for /sbin/init completely
> normally.

... including this one. I am not arguing.

> This gives /sbin/init completely normal signal handling if the signal is
> ever enqueued. Something trivial to implement and explain.

Well, I am not sure about "explain" though. Unless I missed something
this makes the semantics a bit special.

Suppose that init does sigtimedwait() but the handler == SIG_DFL.

Oleg.

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